

## Stage # 1 (*Shooting Supine*)

**START POSITION:** Laying behind the barricade in the prone position, on either side of the window, gun in strong hand, loaded to division capacity, pointing down range. Baby doll in the box closest to shooter. **Concealment required.**

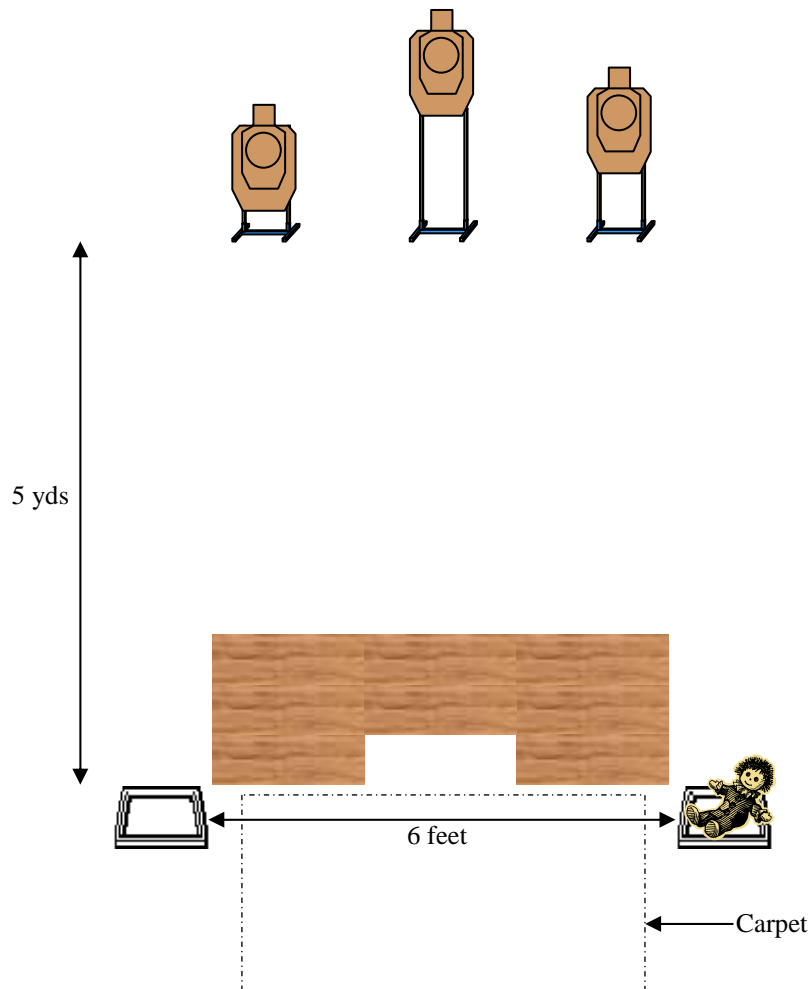
### STAGE PROCEDURE

At the buzzer, grab the baby doll with your weak hand and roll towards the window into the supine position (on your back), holding the baby on your chest. While on your back, engage the 3 paper targets through the window, strong hand only, with 2 rounds each in tactical sequence. Then, continue rolling to the other side of the barricade, back into the prone position and place the baby in the other box.

**NOTES:** While shooting supine, the shooter may raise one shoulder off the ground to get a better angle, but cannot lie completely on their side. If the baby touches the ground or anything other than the shooter's chest or the 2 boxes, then shooter will get a procedural.

### SCORING

**SCORING:** Vickers- 6 rounds Min  
**TARGETS:** 3 paper  
**SCORED HITS:** Best 2 on paper  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. 3 sec  
 No-shoot hit. 5 sec  
 Failure to do right. 20 sec  
 Failure to neutralize. 5 sec



**SETUP NOTES:** RO's and Scorekeepers need to ensure that nobody steps on the carpet so that it remains clean throughout the match. In the event a shooter cannot physically shoot from the supine position, the following alternate procedure may be used: Start Position – Shooter on hands and knees in the center of the carpet, gun and baby on carpet in front of shooter. Procedure - At the buzzer, grab the gun with your weak hand and the baby with your strong hand. While holding the baby safely behind your back, engage the 3 paper targets from overtop of the barricade, weak hand only, with 2 rounds each in tactical sequence.

**Stage # 2 (The El Pres on Steroids!)**

**START POSITION:** Standing at position P1 with both hands on the barrel. Start with six(6) rounds only in the gun. All other magazines loaded to division capacity. **Concealment required.**

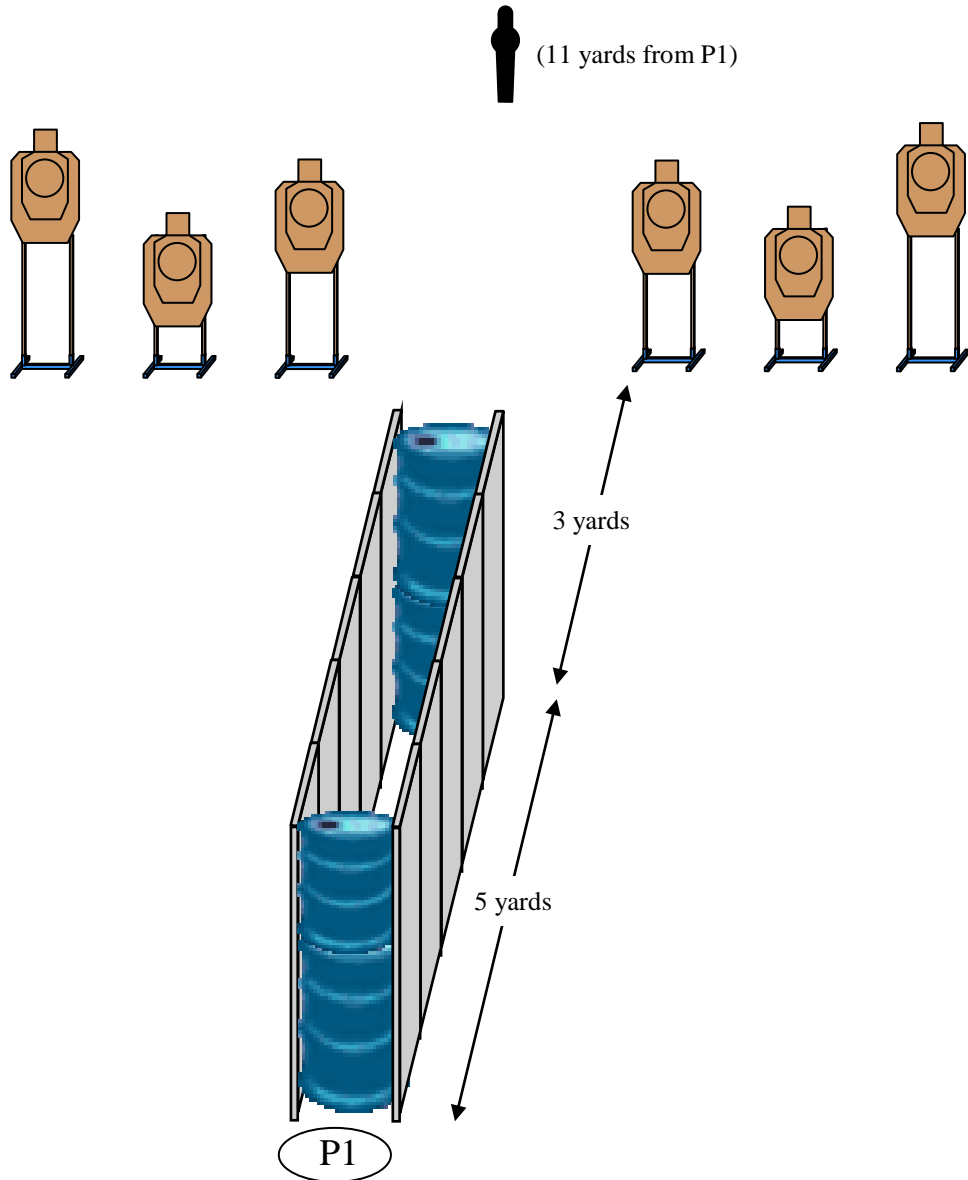
**STAGE PROCEDURE**

At the buzzer, draw and begin moving downrange on either side of the wall. While moving, engage the three(3) targets in front of you, with 2-rounds each, in tactical sequence. Then move laterally (across the front) to the other side of the wall, and THEN engage those three(3) targets, with 2-rounds each in any order, while retreating back uprange towards position P1. Once at position P1, engage the steel popper, from around cover, until it falls. Reload when necessary.

**NOTE:** Once the shooter leaves P1, the shooter must continue moving until arriving at P1 again, or a procedural will be accessed. The shooter must be retreating while engaging the second set of targets. Make-up shots can only be made once the shooter arrives back at P1 (from around cover), and prior to engaging the steel popper.

**SCORING**

**SCORING:** Vickers- 13 rounds **Min**  
**TARGETS:** 6 Paper & 1 Steel  
**SCORED HITS:** Best 2 on target/down steel  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural - 3 sec  
 Failure to neutralize - 5 sec  
 Failure to do right - 20 sec



**SETUP NOTES:** The threat targets may have to be set pretty close together in order to fit between stages #1 & #3.

## Stage # 3 (*The Pressure Cooker*)

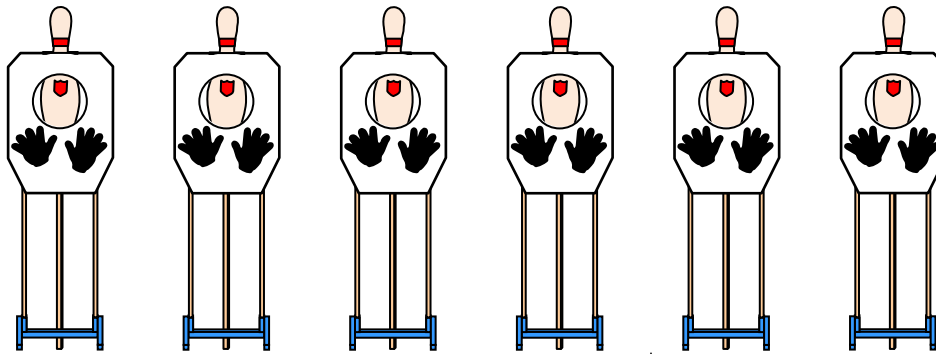
**START POSITION:** Seated at table with hands resting on thighs. Empty handgun, two magazines, and a box of loose ammo on the table. One magazine shall be loaded with exactly three(3) rounds, and the other magazine shall be empty.  
**REVOLVERS:** Same as above except, moonclips & speedloaders may be fully loaded, and loose ammo is not required. Shooter may bring as many moonclips & speedloaders to the table as necessary. **Concealment not required.**

### STAGE PROCEDURE

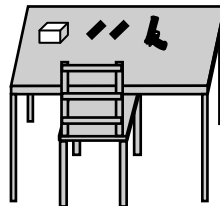
At the buzzer, grab the empty magazine and load it with as many rounds as you deem necessary, using the box of loose ammo on the table. Insert either one of the magazines in your handgun and engage all six bowling pins until they fall. Reload if necessary. Add more rounds to your magazine if necessary. Shooter is not required to use both magazines. Shooter must remain seated until finished.  
**REVOLVERS:** At the buzzer, load pistol and engage pins until they fall. Reload as necessary.

### SCORING

**SCORING:** Vickers- 6 rounds Min  
**TARGETS:** 6 Pins & 6 Non-threats  
**SCORED HITS:** Down Pins  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. 3 sec  
 No-shoot hit. 5 sec  
 Failure to do right. 20 sec  
 Failure to neutralize. 5 sec



10 Yards



**SETUP NOTES:** The non-threat targets may have to be set right beside each other in order to fit. This is due to stages #1 & #2 being fairly wide stages. Cut out the down-zero portion of the non-threat so that the shooter has to shoot through the hole to engage the bowling pin.

## Stage # 4 – DARK STAGE (*Captured*)

**START POSITION:** Standing behind the barricade at position P1 facing downrange. Hands will be handcuffed in the front. Flashlight stowed in a pocket (completely inside the pocket). Handgun loaded to division capacity. **Concealment optional.**

### STAGE PROCEDURE

**IN THE DARK** - At the buzzer, retrieve your flashlight first, then draw your gun and engage the threat with five (5) shots to the body and one(1) shot to the head from either side of the barricade.

**NOTE:** When finished shooting, keep the gun pointed down range. After the lights are turned on, the RO will direct you to holster. Once the gun is holstered, the RO will remove the handcuffs. At that point, the RO will direct you to unload, show clear, and re-holster.

### SCORING

**SCORING:** Vickers- 6 rounds Min  
**TARGETS:** 1 Paper Threat  
**SCORED HITS:** Best 5 on body & 1 on head  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural - 3 sec  
 Failure to neutralize - 5 sec  
 Failure to do right - 20 sec

